

Rock Raiders

PSX – USA

Level Design

Proposed Designs for the 2-player cluster of missions.

Client:	Artworld UK	Contact:	Stewart Green	Additional Details:	Contact @ Gameworld Seven Ltd Julian Hicks
Project:	Rock Raiders USA	Date:	21 January 2000		
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Two Player Mode

A cluster of six two player levels – including both race and co-operative modes.

The race mode

- Hop Skip and jump
- There and back again

The co-operative mode

Medium length levels with a series of challenges based around the vehicles. Bronze, Silver and Gold objectives are the same as the other levels with primary the objective being rewarded with bronze the secondary objective rewarding silver and gold awarded for completing the whole level within a time limit.

Specific focus on the players having different vehicles which need to work together to achieve the aims of the mission the combinations are:

- Tunnel Transport & Large laser cutter – Crystal Isles
- Tunnel Transport & Chrome cutter – Bridge Building
- Bulldozer & Large laser cutter – Web of fire
- Rapid rider & Tunnel scout - Departure

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There and back again

4.1

Brief

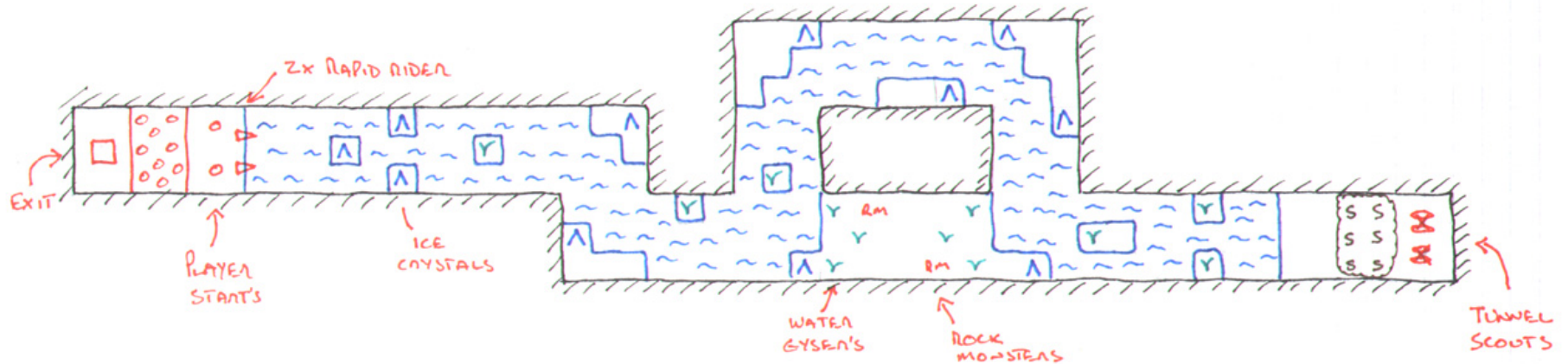
- 1/ The racer's get their Rapid Riders and race down river.
- 2/ At the other end, they must get out, drill ad collect their tunnel scouts.
- 3/ Flying back allows a short cut over the rock monsters.
- 4/ Flying over the lava to land and exit.

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THERE & BACK AGAIN.



1. THE RACERS GET THEIR RAPID RIDERS & RACE DOWN RIVER
2. AT THE OTHER END THEY MUST GET OUT DRILL & COLLECT THEIR TUNNEL SCOUTS.
3. FLYING BACK ALLOWS A SHORT CUT OVER THE ROCK MONSTERS.
4. FLYING OVER THE LAVA TO LAND & EXIT.

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Departure

4.2

Brief

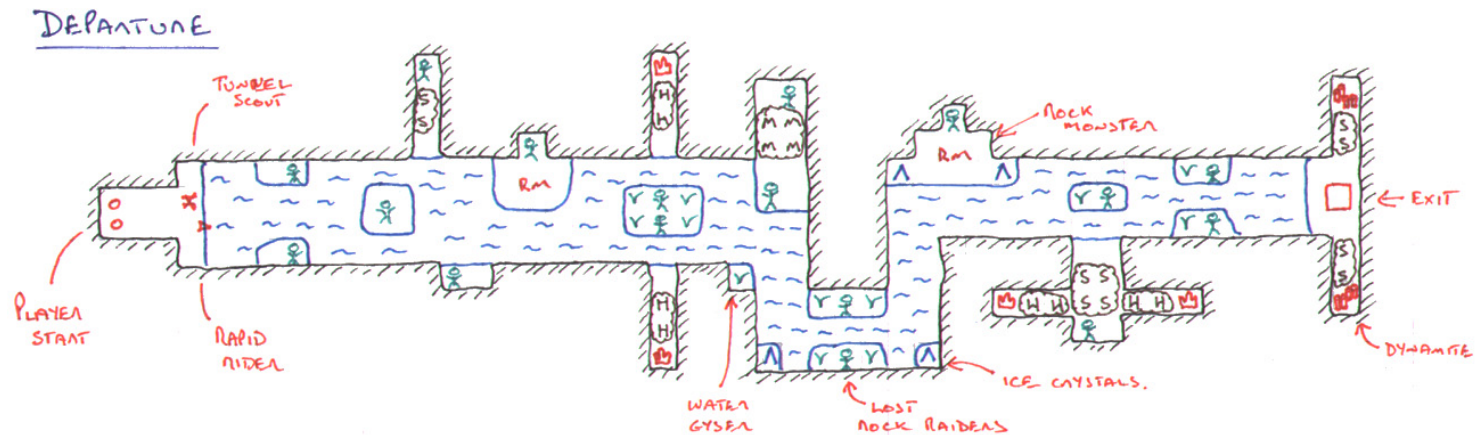
We are moving out of this area, as it is becoming unstable. You need to collect all the Rock Raiders and make your way to the exit. If you can, there are a few remaining energy crystals to collect.

- 1/ working together, the players must collect the lost Rock Raiders along the river.
- 2/ To get silver and gold, the players will need the dynamite and go back for the red energy crystals.

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1. WORKING TOGETHER THE PLAYERS MUST COLLECT THE LOST ROCK RAIDERS ALONG THE RIVER
2. TO GET SILVER OR GOLD THE PLAYERS WILL NEED THE DYNAMITE AND GO BACK FOR THE RED ENERGY CRYSTALS.

BRIEF WE ARE MOVING OUT OF THIS AREA AS IT IS BECOMING UNSTABLE YOU NEED TO COLLECT ALL THE ROCK RAIDERS AND MAKE YOUR WAY TO THE EXIT, IF YOU CAN THERE ARE A FEW REMAINING ENERGY CRYSTALS TO COLLECT.

Bronze = 17 Rock Raiders, Silver 17 + 4 Red, Gold 17 + 4 in time.

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Web of fire

4.3

Brief

A lava tunnel has broken through between two cave areas, we will put you down in one. You must try and get to the other, collecting energy crystals as you go.

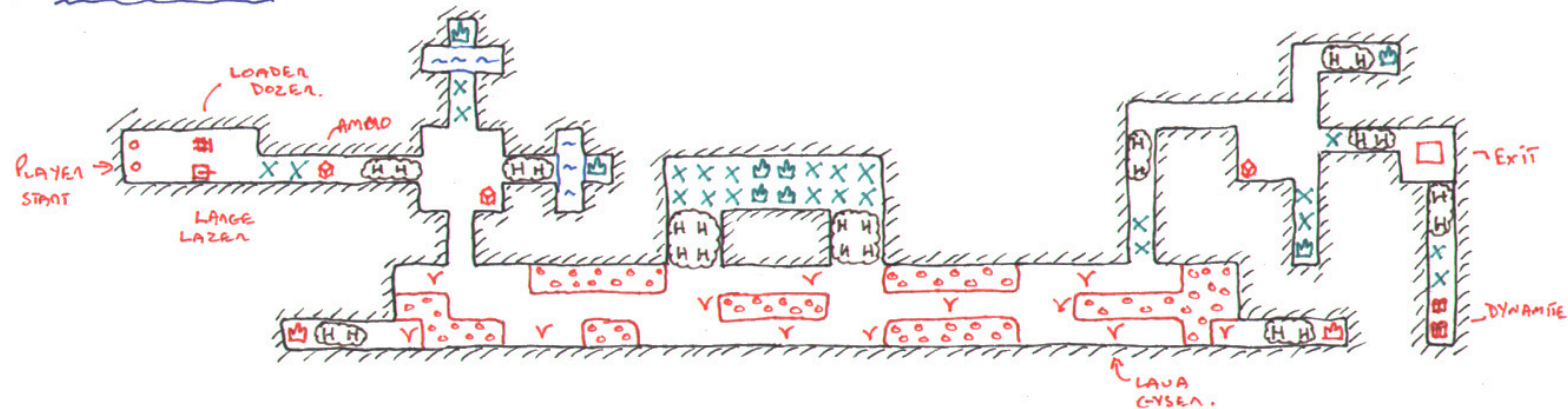
- 1/ Working together, the Dozer to clear the webs and the Laser to cut hard rock.
- 2/ To get silver and gold, they will need the dynamite at the exit and go back for the red energy crystals.

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WEB of FINE



1. WORKING TOGETHER THE DOZER TO CLEAN WEBS + THE LAZAR TO CUT HARD ROCK
2. TO GET SILVER OR GOLD THEY WILL NEED THE DYNAMITE AT THE EXIT AND GO BACK FOR THE RED ENERGY CRYSTALS.

BRIEF - A LAVA TUNNEL HAS BROCKED THROUGH BETWEEN TO CAVE COM-AREAS
WE WILL PUT YOU DOWN IN ONE, YOU MUST TRY AND GET TO
THE OTHER COLLECTING ENERGY CRYSTALS AS YOU GO

Bronze = 8 GREEN ENERGY CRYSTALS
SILVER = 8 GREEN + 2 RED
GOLD = 8 GREEN + 2 RED WITH IN TIME LIMIT

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Building Bridges

4.4

Brief

A chamber has been flooded by lava. A team is needed for this difficult mission – the scanner shows the place alive with movement, so be careful!

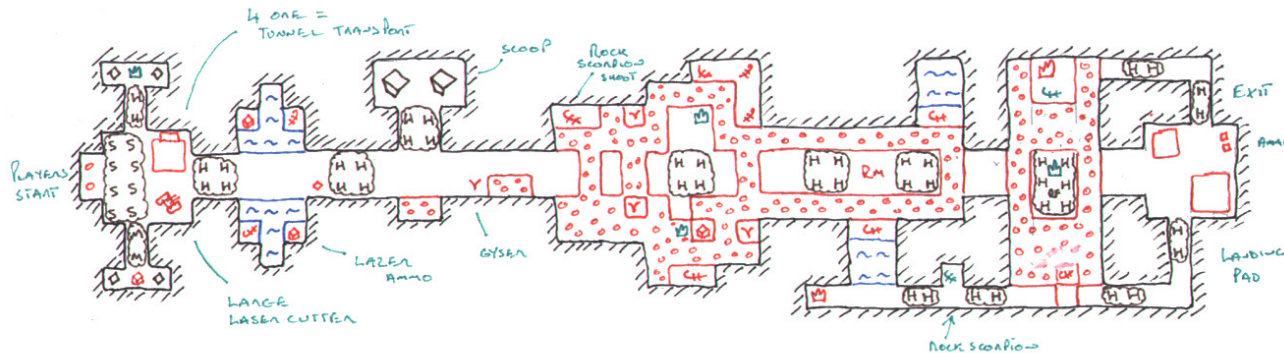
- 1/ Mine with all the tools for the ore to make the Tunnel Transport.
- 2/ Open up the routes and find the scoops you will need.
- 3/ A series of buckets of water are required to get to the end.
- 4/ A rock fall will set you back before the exit.
- 5/ For Silver and Gold – You will need to control your vehicles carefully as they enter the narrow tunnels.

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HOT, SKIP + JUMP
(PREVIOUSLY EARTH WIND + FIRE)



1. MINE WITH ALL THE TOOLS FOR THE GAS TO MAKE THE TUNNEL TRANSPORT
2. OPEN UP THE ROUTES + FIND THE SCOOPS YOU WILL NEED
3. A SERIES OF BUCKETS OF WATER ARE REQUIRED TO GET TO THE END
4. A ROCK FALL WILL SET YOU BACK BEFORE THE EXIT
5. FOR SILVER + GOLD - YOU WILL NEED CONTROL.

A CHAMBER HAS BEEN FLOODED BY LAVA, A TEAM IS REQUIRED FOR THIS DIFFICULT MISSION - THE SCANNER SHOWS THE PLACE ALIVE WITH MOVEMENT BE CAREFUL

Bronze 4 Green SILVER 4 Green 2 RED GOLD TIME LIMIT.

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Crystal Isles

4.5

Brief

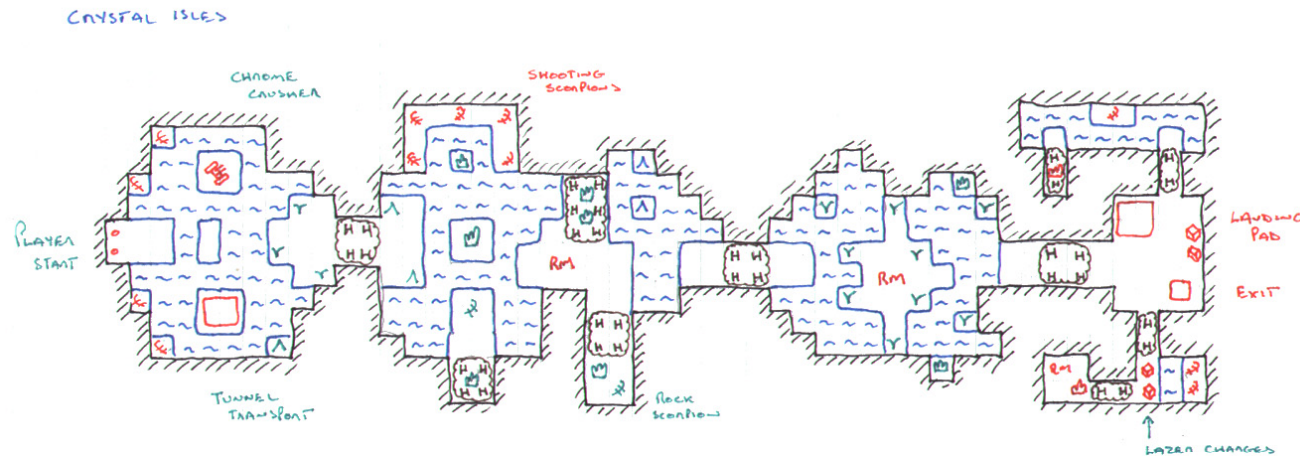
A series of underground chamber has been found. However it is flooded and a team is required. You will have to work together to bring out the energy crystals.

- 1/ Get to the Chrome Crusher and Tunnel Transport and Pick-up
- 2/ A set of careful put-down/pick-ups are required to get the gems.
- 3/ Be careful flying. Try to avoid the obstacles.
- 4/ The ammo at the exit will make some of the other sections simpler.
- 5/ Very careful now to get Silver and Gold.

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- 1/ GET TO THE CHROME CAUSHER & TUNNEL TRANSPORT & PICK UP
- 2/ A SET OF CAREFULL PUT DOWN / PICK UP TO GET THE CRYSTAL
- 3/ CAREFULL FLYING TO AVOID THE OBSTICALS
- 4/ THE AMMO AT THE EXIT WILL MAKE SOME OF THE OTHER SECTIONS SIMPLER
- 5/ VERY CAREFULL NOW TO GET SILVER & GOLD.

BRIEF → A SERIES OF UNDERGROUND CHAMBERS HAS BEEN FOUND - HOWEVER IT IS FLOODED. A TEAM IS REQUIRED, YOU WILL HAVE TO WORK TOGETHER TO BRING IN THE ENERGY CRYSTALS

BRONZE - 8 GREEN SILVER 8 GREEN & 2 RED GOLD - TIME LIMIT.

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Hop, Skip and Jump

4.6

Brief

Race Mode

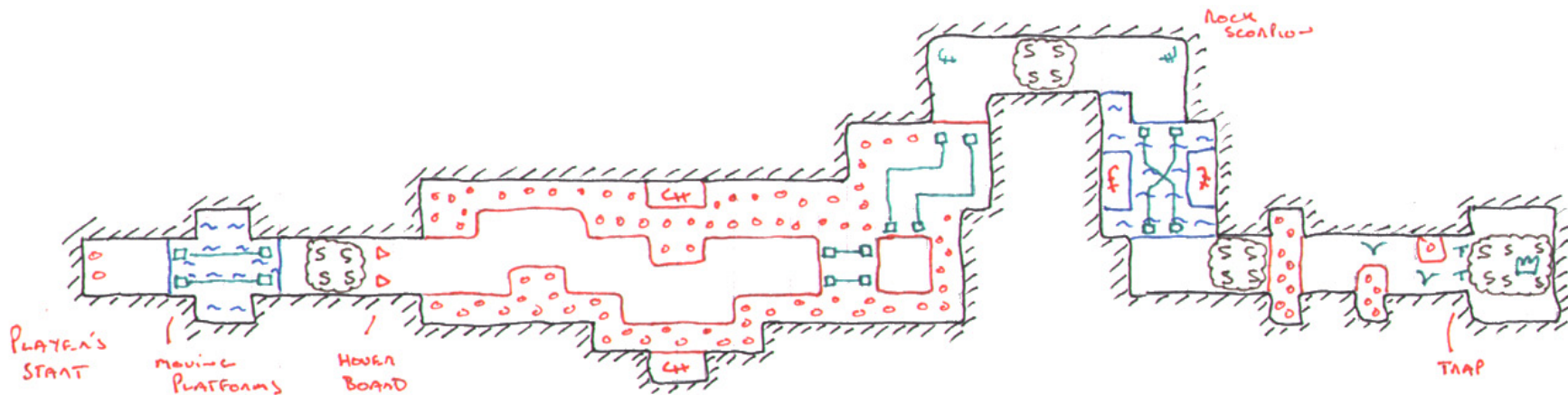
- 1/ Ride the moving platforms. Then drill.
- 2/ Hoverboard down the road to the next moving platforms.
- 3/ Drill and avoid creatures. There is a crossover on the next moving platforms.
- 4/ Hop again and again, but a cave-in will slow you down.

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Hop, skip + jump



RACE MODE

- 1 RIDE THE MOVING PLATFORMS, THE DALL
- 2 HOLEY BOARDS DOWN THE ROAD TO THE NEXT MOVING PLATFORMS
- 3 DALL AND AVOID, THE NEXT MOVING PLATFORM X OVER.
- 4 HOP AGAIN & AGAIN - BUT A CAVE IN WILL SLOW YOU DOWN.

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